

BASIC GAME



You must arrange same colored blocks to 2x2 squares to trigger an explosion. All adjacent blocks of the same color will also explode in a chain reaction. If blocks are about to explode but have not done so yet, you can add more blocks to a chain to increase the length of the chain.

Hint

A long chain reaction is much more valuable than equivalent amount of smaller exploded blocks.

MOVING THE BLOCKS

You can switch the blocks that have landed within the selector by pressing the Cross button. Selector can be moved anywhere in the game area by using the Directional buttons. You can only switch a place of two blocks horizontally.

SPECIAL BLOCKS



Joker blocks go together with any color.



Blockers inhibit movement of the other blocks, both vertical and horizontal. Blockers cannot be moved or exploded.

RUSH MODE

Rush mode accelerates the velocity and spawning of falling blocks. It is very handy when you are running low on blocks and need more quickly. Rush mode doesn't affect the time in Architect mode.

ARCHITECT MODE

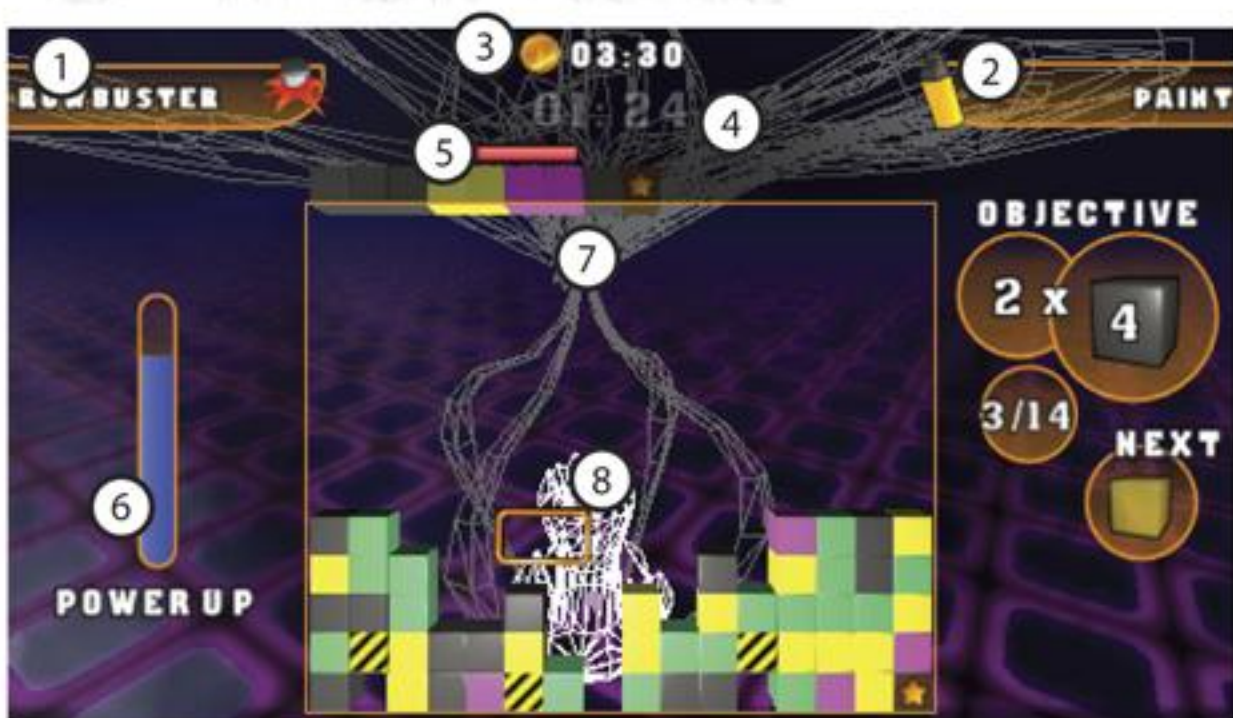
Architect mode is about building a scene as quickly as possible according to the given objectives. Objectives are shown on the right side of the screen. Numbers directly on the block shows the minimum amount of blocks to be exploded at a time. The number on the left side of the block shows how many times you need to do the given task.

After completing the scene, a medal is awarded according to the time spent. Medal thresholds are shown in the beginning of the scene and the current medal's threshold is shown above your time during the scene.

Chain reactions and bonuses freeze the time for a short duration. Duration of time-freeze is shown as a gauge below the time. Timer is flashing when time-freeze is on.

Hint

In order to get really good results you should aim for long chain reactions, bonuses and frequent use of the Rush mode, as well as completing the objectives as quickly as possible.



1. Left power-up
2. Right power-up
3. Time limit for a medal
4. Time elapsed
5. Time-freeze gauge
6. Power-up gauge
7. Non-constructed parts of the scene (gray wire-frame)
8. Current objective in the scene (white wire-frame)

ARTIST MODE

Artist mode is a free play mode where you build scenes according to blocks exploded. You will advance levels by exploding a scene's specific amount of blocks, no matter what the color is. On each level-up, a new object is built to the scene making the scene larger and more varied.

There are no blockers at the beginning of scene in Artist mode, as they will appear when you advance in levels.



1. Left power-up
2. Right power-up
3. Score
4. Power-up gauge
5. Level up gauge
6. Current level

POWER-UPS

Power-ups are gained from exploded blocks. You will get bigger boosts from long chain reactions compared to equivalent number of blocks in smaller explosions. You can have two power ups at a time (left and right power-up). To use a power up, tap the L button for left power up or the R button for right power up. To discard a collected power up hold down the corresponding power-up button and the power-up will fade away. If both slots are occupied the new power up will stay pending. The power-up gauge flashes when a new power-up is pending.

If a power-up needs to be applied to a specific area, a selector will appear. Selector can be moved to desired place within the game area by using the directional buttons and applied with the Cross button. You will have a limited time to apply area specific power ups.

The duration of a specific power-up is shown as a gauge below the corresponding power-up icon after the power-up is applied.

A new profile will have three initial power-ups: Row Buster, Randomizer and Slo-Mo. You will gain access to new power-ups from the medals awarded in Architect mode.



ASSIMILATION changes all blocks of selected color to another color.



COLOR BOOM doubles the points gained from the given color.



ERADICATE removes all the blocks of selected color.



CAPSIZE flips all the blocks in the game area upside down.



NUCLEAR BOMB destroys everything, even Blockers. Only one Nuclear bomb can be gained per scene.



ROW BUSTER removes two rows of blocks.



PILE DRIVER removes a single column of blocks, including Blockers.



RANDOMIZER rearranges all blocks to random order.



TIME OUT freezes the game for a moment, yet the blocks are still moveable.



SLO-MO slows down time.



JOKER turns the topmost blocks to Joker blocks.



PAINT paints a 3x3 block area with selected color.

BONUSES

ONE-TRACK MIND

Exploding same colored blocks at least three times in a row gives you One-track Mind bonus.

MAYHEM

Initiate at least three explosions, each within interval of 1 second.

CLEAR COLOR

Clearing all blocks of one color are exploded from the game area. Note: Blocks must be exploded normally, not removed by a Row Buster, Pile Driver, Eradicate or Nuclear Bomb.

DOUBLE KILL

Double Kill takes place when two explosions are created with a single swap of blocks.

MONSTER KILL

Chain reactions of more than 20 blocks get a Monster Kill bonus.

MEGA KILL

Chain reactions of more than 40 blocks get a Mega Kill.

CLEAR ARENA

All blocks are exploded from the game area. Note: Blocks must be exploded, not removed by a Row Buster, Pile Driver, Eradicate or Nuclear Bomb.